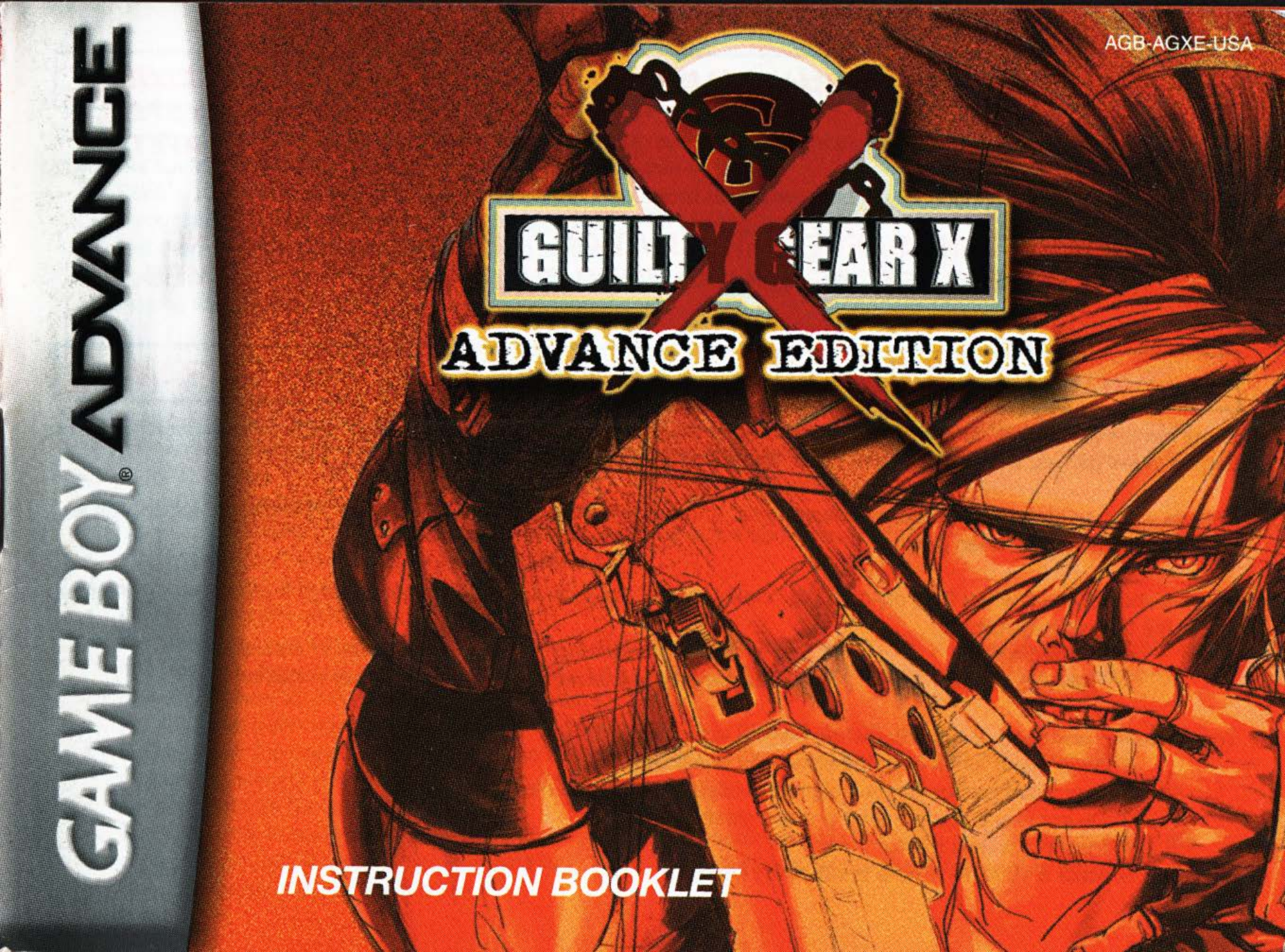
GAME BOY ADVANCE
AGB-AGXE-USA
GUILTY GEAR X
ADVANCE EDITION
INSTRUCTION BOOKLET

Sammy Entertainment, Inc. 2049 Century Park East, Suite 2750, Los Angeles, CA 90067

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PRINTED IN JAPAN

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

Mild Violence
Suggestive Themes

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

STORY

In the year 2180, Justice—the most powerful and diabolical Gear ever encountered by man--was defeated in the international fighting tournament. The remaining Gears, now leaderless, were hunted down and eliminated. Humankind was finally free from the catastrophic menace brought on by the Gears.

However, less than a year later... reports of a fully operational Gear rose to the public's attention. People were terrified by the possibility of another self-reliant Gear like Justice. Anti-Gear sentiment was high—no one wanted to give up their long-awaited peace so easily. Finally, an announcement was made:

" Whosoever brings about the demise of this dreadful Gear shall be rewarded with the lofty sum of 5,000,000 World Dollars!"

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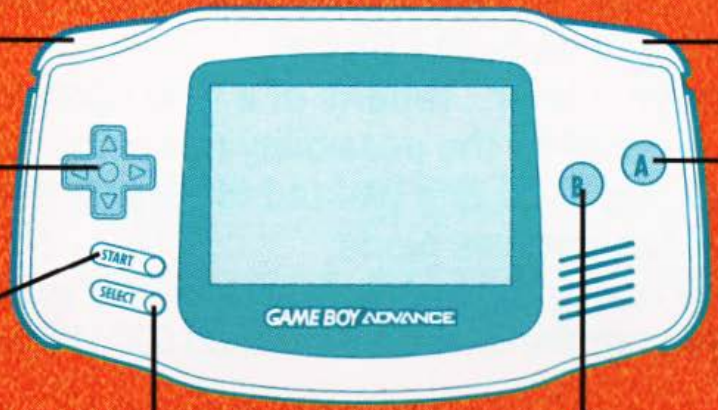
GAME CONTROLS



L Button
Attack

Control Pad
Move cursor/Move character

START Button
Begin game/Pause/
Cancel character select choice
in Tag Mode or 3-on-3 Mode

SELECT Button
Reset positions in Training Mode/
Switch to edited colors during
Character Select

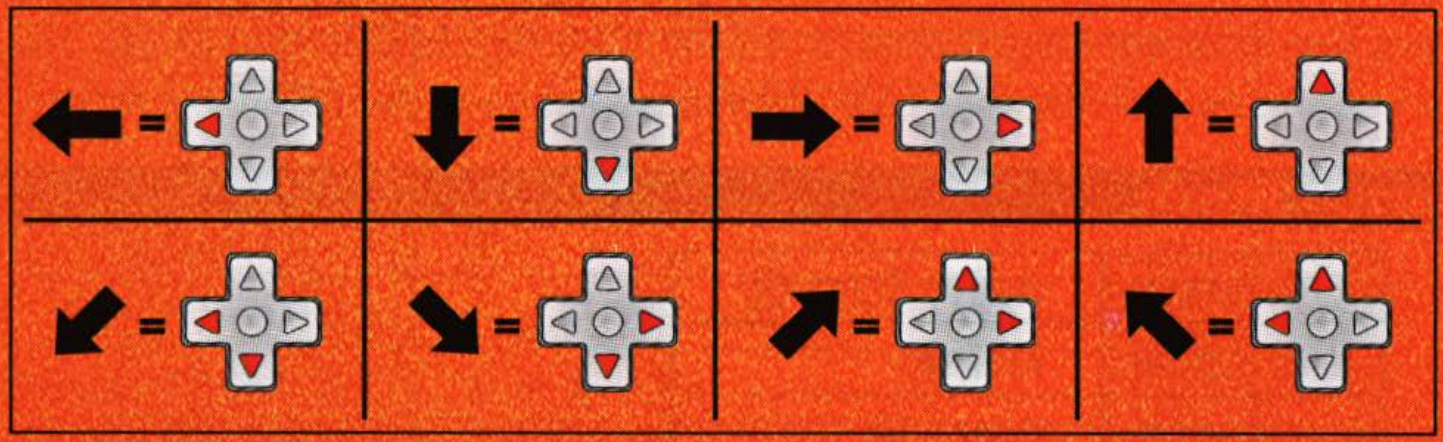
R Button
Attack

A Button
Choose selection/
Attack

B Button
Cancel selection/
Attack

To quit the game and return to the title screen at any time, press the **START**, **SELECT**, **A** and **B** Buttons simultaneously.

Please refer to the following chart for Control Pad moves.



Controlling Your Character

⇖ • ⇧ • ⇗	Jump
⇨	Move Forward
⇩ • ⇘	Crouch
⇦	Move Back (High or Mid Guard)
⇙	Crouch (Low Guard)

** All commands assume the character is facing to the right.*

CONTROL MODES

There are two different control modes: 4-Button Mode and 3-Button Mode. You can choose your mode with the BUTTON CONFIG selection in the OPTIONS MODE.

4-Button Mode

A Button	Heavy Slash Ⓗ
B Button	Kick Ⓚ
L Button	Punch Ⓟ
R Button	Slash Ⓢ

3-Button Mode

A special control mode arranged exclusively for the Game Boy Advance.

A Button	Heavy Slash Ⓗ
B Button	Kick and Punch ⓐ (Action)
L Button	Begin Instant Kill ⓔ
R Button	Slash Ⓢ

(3-Button Mode continued)

Standing Punch	⇦ + (a)
Forward Thrust Punch	⇨ + (a)
Crouching Punch	⇘ + (a)
Jumping Punch	In the air, ⇗ or ⇨ or ⇘ + (a)

Standing Kick	(a)
Forward Thrust Kick	⇨ + (s) (Not possible with some characters)
Crouching Kick	⇙ or ⇩ + (a)
Jumping Kick	In the air, (a)

Standing Slash	(s) (Move depends on range)
Crouching Slash	⇙ or ⇩ or ⇘ + (s)
Jumping Slash	In the air, (s)

Standing Heavy Slash	(H)
Thrusting Heavy Slash	⇨ + (H)
Crouching Heavy Slash	⇙ or ⇩ or ⇘ + (H)
Jumping Heavy Slash	In the air, (H)

** All commands assume the character is facing to the right.*

GAME RULES

Screen Display

1. LIFE BAR – Shows the character's remaining strength. When this gauge is completely empty, the round is over.
2. SCORE – Displays the player's current score.
3. TIMER – Displays the remaining time in the current round. If time runs out, the player with the most remaining strength wins.
4. VICTORY MARKS – These marks show the number of rounds you have won.
5. HIT COUNTER – Displays the # of times you attack your opponent in succession.
6. TENSION GAUGE – Allows players to pull off special techniques like Overdrive Attacks and Roman Cancels. Increases when aggressive moves are used (attacks, dashes, etc.).

How to Play

Match Format

Combatants engage in battle and the first to completely deplete his or her opponent's Life Bar wins the round. The first to win two rounds wins the match.

**You can change the number of rounds at the Game Options screen.*

Time Limit

One round consists of 99 seconds. If this limit is exceeded, the round ends and the player with the most remaining strength wins.

**You can change the Time Limit at the Game Options screen.*

Ties

In the event of a Double Knockout or if both players have the same amount of remaining strength when time runs out, the round ends in a Draw. If the match can not be decided in three rounds, a fourth round will begin. If the fourth round ends in a draw, then both players lose.

Continuing

If the game ends in Arcade Mode, you can resume play by pressing START when the Continue screen is displayed.

GAME MODES

After you insert the Game Pak and turn on the power, press **START** to enter the Game Mode selection screen.

Arcade Mode

Choose your favorite character and battle against the CPU in a series of matches.

Versus Mode

Play a two-player match with a friend. You will need two GBAs, two Guilty Gear X Advance Edition Game Paks and one Game Boy® Advance Game Link® Cable. See page 33 for details.

Training Mode

This is the game's practice mode. First choose your character and a training partner, and then press the **Control Pad Up** and **Down** to select a background. Once you begin, press **START** to make the Training Menu appear, where you can choose your practice options.

**Use the L and R buttons to switch between CONFIG and ENEMY SETTINGS options.*

CONFIG – System Options

RETURN	Return to the game screen
TENSION MAX	Set the Tension Gauge value
DAMAGE DISP	Choose ON to display damage and combo information
GAME MODE	Change the game mode
CHARACTER SELECT	Return to the Character Select screen
BUTTON CONFIG	Modify button and control settings
DEFAULT	Return all settings to their original state
TITLE	Return to the title screen

(Training Mode continued)

ENEMY SETTINGS –Training Partner Options

RETURN	Return to the game screen
MODE	Choose who controls your training partner
ENEMY STATE	Change the current state of your partner
GUARD	Choose ON to have your partner guard against attacks
RECOVERY	Use to adjust your partner's Recovery actions
LIFE REGAIN	Choose which Life Bars (if any) regain strength during play
ENEMY LEVEL	Choose the CPU's difficulty level when your partner is under CPU control

Survival Mode

Play a series of consecutive matches against CPU opponents. Successfully attacking opponents allows you to gain experience points and levels. The higher your level, the stronger the CPU becomes, so be careful!

Tag Match Mode

Choose a duo of characters and play a 2-on-2 match. Once one character runs out of life, the game automatically switches to the other character. If both characters run out of life, you lose the round.

Note 1: Moves that normally use up half of your Tension Gauge only use up 1/3 in this mode.

Note 2: You can use Active Changes in this mode. An Active Change takes 1/3 off your Tension Gauge, but allows you to switch characters any time you want. (See page 23 for more info.) Instant Kill moves are not available in this mode.

3-on-3 Mode

Choose a trio of characters and play a 3-on-3 match. Characters cannot be switched in the middle of a match.

Note 1: You can use Dual Combinations in this mode. A Dual Combination uses up half of your Tension Gauge, but allows you to call one of your two partners for a special attack (See page 23 for more info). Instant Kill moves are not available in this mode.

About the Tension Gauge

The Tension Gauge is a measure of your fighter's drive. It goes up when you take an active strategy by attacking, dashing or advancing towards your opponent. You can execute the following moves with the Tension Gauge:

GAUGE CONSUMPTION

Name	*Arcade & 3-on-3*	*Training & Tag Match*
Overdrive Attack	*1/2*	*1/3*
Dead Angle Attack	*1/2*	*1/3*
Faultless Defense	*Varies depending on time used*	
Roman Cancel	*1/2*	*1/3*
Active Change	---	*1/3*
Dual Combination	*1/2*	---

Options Mode

Game Options

This allows you to choose game difficulty, number of rounds, round time and a host of other settings.

Button Config

Choose this to rearrange the functions of the various buttons. You can also use the MODE option to choose between the 3-button or 4-button control system. Keep in mind that the buttons are different between the two systems.

(Options Mode continued)

Color Edit

Use this menu to change each character's colors. First choose the character you wish to change.

Palette

Color Display RGB Editor Character Sample

- *Edit Command*

First select a color (either your edited color or one of the six base colors) and press the **A** Button. The cursor will move to the palette. The BG COLOR option changes the background color and the CANCEL option leaves the Color Edit mode without saving any of your changes. Only one color pattern is available per character.

- *Palette*

Choose the color you want to edit and press the **A** Button to confirm. The cursor will move to the RGB Editor. Press **Up** or **Down** on the Control Pad to choose R (red), G (green) or B (blue), and press **Left** or **Right** to adjust the values of each color. When you have a color you want to save, choose **EXIT**.

** Press the Select Button when choosing a character to use that character's edited colors.*

Sound Test

Choose this to listen to the music and sound effects from the game.

Ranking

Here you can view high scores from each game mode. Use the **L** and **R** Buttons to switch between game modes, and use the **Control Pad** in the Survival rankings to switch between characters. The TOTAL column in the Survival rankings shows the total time it took to reach level 100.

Data

This is where you load and save games.

LOAD	Load previously saved game data
SAVE	Save current game data
AUTO SAVE	When ON, game data is automatically saved
DELETE SAVED DATA	Reset (erase) all saved game data
EXIT	Return to the Options screen

UNIVERSAL MOVES

** All commands assume the character is facing to the right.*

Guard – ⇦ (Standing) or ⇙ (Crouching)

Press the Control Pad in the opposite direction of your opponent to Guard. A standing Guard defends against high or mid-level attacks, while a crouching Guard defends against low attacks. You can Guard in the air, but you'll still be vulnerable to most ground-based attacks.

Double Jump – During a Jump, ⇖ or ⇧ or ⇗

To perform a Double Jump, jump once, and then jump again while in the air. Some characters can even do triple jumps.

Dead-Angle Attack – While Guarding, ⇨ + any two Attack buttons

If you press RIGHT on the Control Pad and any two attack buttons at the precise moment you guard an enemy attack, you'll launch an instant counterattack.

** This takes up 1/2 of your Tension Gauge (1/3 in Tag Match Mode).*

Dust Attack – While Standing, Ⓢ + Ⓗ

The Dust Attack is capable of breaking through a crouching Guard. Press **Slash** and **Heavy Slash** at the same time, and if you connect, you'll launch your opponent skyward, rendering them completely defenseless. Press Up at that moment, and you'll follow your opponent into the air, allowing for more attacks.

Sweep – While Crouching, Ⓢ + Ⓗ

While crouching, press the Slash and Heavy Slash buttons to initiate a Sweep attack. If it connects, your opponent won't be able to pull off a Recovery.

Recovery – After getting knocked back, any two Attack buttons

After getting knocked down or into the air, press any two Attack buttons simultaneously to regain your balance. This will enable you to quickly recover and ready yourself for the next attack.

Throw – When close to opponent, ⇦ or ⇨ +Ⓗ

When near your opponent, press Heavy Slash and a direction on the Control Pad to attempt a throw. Throws are unblockable, which makes them highly effective if you can pull them off.

** Throws can only be performed on the ground.*

Gatling Combination

The moment you connect with a normal attack, proceed with another attack of equal or higher strength in order to create a combo. The chain pattern is different for each character, but one basic combo is Ⓟ - Ⓚ - Ⓢ - Ⓗ.

Overdrive Attack

These awesomely powerful attacks take off half of your Tension Meter (1/3 in Tag Match Mode). Each character has different Overdrive attacks, so look at the character move lists (pg. 26-32) for details.

Instant Kill (4-button Mode: All four attack buttons, then special command) (3-button Mode: ⓔ, then special command)

The ultimate move, an Instant Kill can destroy your opponent in a single, powerful blast. Of course, Instant Kills require a complex process of commands to execute. Once you execute an Instant Kill your Tension Gauge goes away for the rest of the round; in other words, if you mess up executing an Instant Kill you won't be able to do anything that requires use of the Tension Gauge afterwards.

(Instant Kill continued)

1. First, press all four Attack buttons simultaneously (or the ⓔ button in 3-button Mode).

2. The Tension Gauge will change from its normal condition to the Instant Kill Gauge. The energy level of the Instant Kill Gauge will slowly decrease as time progresses, and once the gauge is emptied, your character's Life Bar will start to decrease. (You can revert to the regular Tension Gauge at any time by pressing all four buttons (or the ⓔ button) again, but it will be completely emptied.)

3. If you can execute your character's Instant Kill move in this mode (see pg. 26-32 for move lists), your fighter will launch his or her finishing move.

Active Change (4-button Mode: ⇩⇘⇨ +Ⓚ+Ⓗ)
(3-button Mode: ⓔ)

This move allows you to switch partners in Tag Match Mode. You can perform this during regular attacks, so with good timing you can carry on a combo between the two different characters. Of course, this cannot be performed when you have no partner to switch to.

** This move requires 1/3 of the Tension Gauge.*

Dual Combination (4-button Mode: ⇩⇘⇨ +Ⓚ+Ⓗ)
(3-button Mode: ⓔ)

In 3-on-3 Mode, this move calls in your waiting partner and has him/her attack the opponent. Your main character is still controllable during Dual Combinations, so you can launch dual attacks with your partner. Your duo's attacks will change if you perform a Dual Combination in the air. Dual Combinations cannot be performed when you have only one fighter left.

** This move requires 1/2 of the Tension Gauge.*

ADVANCED TECHNIQUES

Faultless Defense

Press and hold any combination of two attack buttons (except for Ⓢ + Ⓗ) while in the Guard position to activate a special guard technique known as Faultless Defense.

Note 1: When using Faultless Defense, you can guard against special attacks without taking any damage.

Note 2: Attackers get knocked back further than normal in this mode, giving you more room to prepare a counterattack.

Note 3: Faultless Defense allows you to defend against some attacks in the air that would otherwise be impossible to guard.

When performing Faultless Defense, your Tension Gauge gradually depletes. If the Gauge is completely empty, Faultless Defense will not work.

Roman Cancel

While in the process of attacking your opponent, press any three Attack buttons simultaneously to immediately terminate the attack and return your character to a standing position. You can use this to go from one combo immediately into another, allowing you to create your own original combos.

** This move requires 1/2 of the Tension Gauge (1/3 in Tag Match Mode).*

Sol Badguy

Special Moves	
Gun Flame	↓↘→ + (P)
Volcanic Viper (OK during jump) - Addition	→↓↘ + (S) OR (H) -↓↙← + (K)
Grand Viper	↓↙← + (S)
Bandit Revolver (OK during jump)	↓↘→ + (K)
Overdrive Attack	
Dragon Install	↓↙←↓↙← + (S)
Instant Kill	
Napalm Death	↓↘→↓↘→ + (H)

May

Special Moves	
Mr. Dolphin! (Horizontal)	← Briefly Then → + (S) OR (H)
Mr. Dolphin! (Vertical)	↓ Briefly Then ↑ + (S) OR (H)
Restive Rolling (OK During Jump)	→↓↘ + (S)
-Change Direction	- Push Any Direction + (S)
Overdrive Attack	
Ultimate Whiner	→↘↓↙← + (H)
Instant Kill	
May and The Jolly Crew Near opponent	←↙↓↘→←↙↓↘→ + (H)

Axl Low

Special Moves	
Rasho Sen	← Briefly Then → + (H)
Tenhou Seki	↓↙← + (P)
Raiei Sageki	→↘↓↙← + (S) OR (H)
Axl Bomber	(During Jump) →↓↘ + (H)
Overdrive Attack	
Hyakue Renshou	↓↘→↘↓↙←+(H)
Instant Kill	
Midare Gami	↓↘→↓↘→+(H)

Potemkin

Special Moves	
Hammer Fall	← Briefly, then → + (H)
Potemkin Buster	Near Opponent →↘↓↙←→ + (P)
Heat Knuckle -	→↓↘ + (H) –
Heat Extend	→↘↓↙← + (H)
Overdrive Attack	
Heavenly Potemkin Buster	↓↘→↓↘→+(S)
Instant Kill	
Magnum Opera	↓↘→↓↘→+(H)

Jam Kuradoberi

Special Moves — Bakushu	↓↘→ + (S)
Ashibarai	During Bakushu (K)
Hyappo Shinsho	During Bakushu (S)
Senri Shinsho	During Bakushu (H)
Overdrive Attack — Chokyaku Houosho	→↘↓↙←→ + (S)
Instant Kill — Gasenkotsu	↓↘→↓↘→ + (H)

Faust

Special Moves — Going My Way	During Jump ↓↘→ + (H) OR During Souten Enshin Rambu (H)
What's Next?	↓↘→ + (P)
Souten Enshin Rambu	↓↘→ + (S)
In Your Face!	↓↙← + (P)
Overdrive Attack — Super What's Next?	↓↘→↓↘→ + (P)
Instant Kill — This Week's Climax	↓↘→↓↘→ + (H)

Baiken

Special Moves	
Tatami Gaeshi (OK during jump)	↓↘→ + (K)
Zakuro	During Guard ←↙↓ + (P)
Mawarikomi	During Guard ←↙↓ + (K)
Sakura	During Guard ←↙↓ + (S)
Overdrive Attack	
Sanzu Watashi	↓↘→↓↘→ + (S)
Instant Kill	
Garyotensei	↓↘→↓↘→ + (H)

Anji Mito

Special Moves	
Shitsu	↓↘→ + (P)
Fujin	↓↘→ + (S) OR (H)
Nagiha	During Fujin (S)
Shin Ichishiki	During Fujin (P)
Overdrive Attack	
Issei Ogi "Sai"	→↘↓↙←→ + (H)
Instant Kill	
Zetsu	↓↘→↓↘→ + (H)

Johnny

Special Moves	
Bacchus Sigh	↓↙← + Ⓟ
Mist Finer (High)	↓↘→ + Ⓟ Hold Down to Pose, → OR ← (Move Forward or Backward) Ⓗ Cancel Pose, Release Button to Draw Sword
Mist Finer (Middle)	↓↘→ + Ⓚ Hold Down to Pose, → OR ← (Move Forward or Backward) Ⓗ Cancel Pose, Release Button to Draw Sword
Mist Finer (Low)	↓↘→ + Ⓢ Hold Down to Pose, → OR ← (Move Forward or Backward) Ⓗ Cancel Pose, Release Button to Draw Sword
Overdrive Attack	
Johnny Special	→↘↓↙←→ + Ⓗ
Instant Kill	
Joker Trick	↓↘→↓↘→ + Ⓗ

Chipp Zanuff

Special Moves	
Alpha Blade (OK during jump)	↓↘→ + Ⓟ
Beta Blade (OK during jump)	→↓↘ + Ⓢ
Gamma Blade (OK during jump)	←↙↓↘→ + Ⓗ
Tsuyoshi-Shiki Teni	↓↓ + Ⓚ OR Ⓟ OR Ⓢ OR Ⓗ
Overdrive Attack	
Banki Messai	↓↘→↓↘→ + Ⓚ
Instant Kill	
Delta End	↓↘→↓↘→ + Ⓗ

Ky Kiske

Special Moves	
Stun Edge	↓↘→ + (S)
Stun Edge Charge Attack	↓↘→ + (H)
Aerial Stun Edge	During Jump ↓↘→ + (S) OR (H)
Crescent Slash	↓↙← + (K)
Overdrive Attack	
Ride the Lightning	→↘↓↙←→+ (H)
Instant Kill	
Rising Force	↓↘→↓↘→+ (H)

Millia Rage

Special Moves	
Lust Shaker	(S) Tap Repeatedly
Maximum Velocity Fall	During Jump ↓↘→ + (K)
Tandem Top	↓↘→ + (S) OR (H)
Secret Garden	↓↙← + (H) Push Any Direction + (H)
Overdrive Attack	
Winger	↓↙←↙↓↘→+(H)
Instant Kill	
Iron Maiden	↓↘→↓↘→+(H)

Zato 1

Special Moves	
Invite Hell	↓↓ + (S) OR (H)
Break the Law	↓↙← + (K)
Summon Eddie (Return with same command)	↓↘→ + (K) OR (P) OR (S) OR (H)
Tiny Attack	During Summon Eddie (P)
Overdrive Attack	
Executor	During Jump ↓↘→↓↘→ + (S)
Instant Kill	
Black in Mind	↓↘→↓↘→ + (H)

Venom

Special Moves	
Stinger Aim (Increase possible)	← Briefly, then → + (S) OR (H)
Carcass Raid	↓ Briefly, then ↑ + (S) OR (H)
Ball Formation (Change arrangement with buttons)	→↘↓↙← + (K) OR (P) OR (S) OR (H)
Mad Struggle	During jump ↓↘→ + (S) OR (H)
Overdrive Attack	
Dark Angel	↓↙←↙↓↘→ + (S)
Instant Kill	
Dim Bomber	↓↘→↓↘→ + (H)

LINK BATTLES

If you have two Game Boy Advances, two Guilty Gear X Advance Edition Game Paks and a Game Boy® Advance Game Link® Cable, you can link up and battle with your friend.

Preparing for Battle

1. Connect your two Game Boy Advances and select **Versus Mode** on both. The game will switch to the Signal Communication screen.
2. Once both Game Boy Advances are on this screen, press the **A** Button. After the link is checked, you will see the Versus Menu.

Versus Menu

This allows you to choose game difficulty, number of rounds, round time and a host of other settings.

NORMAL	*Play an Arcade Mode battle.*
TAG MATCH	*Play a Tag Match Mode battle.*
3-ON-3	*Play a 3-on-3 Mode battle.*
TITLE	*Close the link and return to the Title Screen.*

** Do not remove the Game Boy® Advance Game Link® Cable during multiplayer play.*

CUSTOMER SUPPORT

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